r/HollowKnight · 7 days ago
wyrmiam
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SPOILER

EVERYTHING IS SO EXPENSIVE IN PHARLOOM

Discussion - Silksong

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s4gecel · 7d ago
guess they wanted hornet to be relatable
2.2K Reply

ItzHilly · 7d ago
They gotta recoup from how cheap they priced this game for us gamers.... Bless their souls.
555 Reply

JackhorseBowman · 7d ago
"Thank you everyone we're pleased to announce that Silksong has reached eleven billion trillion rosary beads."
241 Reply
2 more replies

TheSlayerofSnails · 7d ago
She's a dang princess/heir/technically monarch by virtue of only royal still alive of two kingdoms. How does she not have money?!
102 Reply

Nukesnipe · 7d ago
She's rich in geo, not rosaries.
144 Reply

RandomRedditorEX · 7d ago
Mario and Lugi Superstar Saga ass plot moment lmao
39 Reply

Tjam3s · 7d ago
What's the conversion rate?
3 Reply
More replies

RafflesiaArnoldii · 7d ago
different kingdom, different money.

plus i doubt the kidnappers let her get her savings
71 Reply
3 more replies
2 more replies
2 more replies

Ambitious_Comfort533 · 7d ago
Even making Rosary strings of 60 costs 80 rosaries T_T There's freaking taxes in this game!!
1.6K Reply

BowShatter · 7d ago · Edited 7d ago
I mean to be fair it is no different from buying Soul items in Dark Souls and Elden Ring. You buy them to avoid the risk of losing all of your souls permanently.

Edit: Buying Dung Pies in DS1 to bank souls and buying Coin Pouches in Sekiro.
518 Reply

Flint_Vorselon · 7d ago
I think you mean Sekiro, since neither Dark Souls or Elden Ring has any way to buy poppable souls. You find them as loot or drops from certain enemies.

Sekiro let you buy money bags though to protect your cash, for a fee.

Although it was bit different, since in Sekiro dying makes you lose 50% of money, you can't get it back. Wheras Dark Souls, Elden Ring, Hollow Knight, you get everything back if you visit spot you died. So the "insurance" in Sekiro was much more valuable than it is in Silksong, because it protected you from dying in general, not only dying twice in a row.
293 Reply
13 more replies

wonderwind271 · 7d ago
63/63, PoP, 112% steel soul, randomi...
However, I think we are always low on money anyway, so it's not necessary
12 Reply

mfmeitbual · 7d ago
... I thought they were just for decoration lol. Thanks for pointing this out to my thick-headed self.
9 Reply
9 more replies

GreenMixture9918 · 7d ago
It's like health insurance lol
22 Reply
2 more replies

AHare115 · 7d ago
Can you make them yourself or do you have to buy them from the merchant? Seems pointless that way, since you're already at a shop and in no danger of losing them.
31 Reply

Ambitious_Comfort533 · 7d ago
Not sure of the other ways (haven't explored far into the game yet) but there's one *machine* near a bench which does this conversion to strings and takes 20 as "making charge" lol
84 Reply
7 more replies

TruXai · 7d ago
There's one in bellhart (i think) that costs 140 and gives you 120, so double Rosary capacity for the same price.

I find them useful because if you're exploring new areas while carrying a lot of rosaries it's pretty easy to lose all of them.
18 Reply
3 more replies

DargonFeet · 7d ago
If there's nothing you want or need to buy now, it's good. It's very similar to the mechanism in Sekiro, which I used the shit out of.
15 Reply
2 more replies
3 more replies

RoosterBrewster · 7d ago
Worth it though to store beads.
3 Reply
7 more replies

Cyclone_96 · 7d ago
Also that fucking guy that has you pay 30 for the privilege of even seeing his wares
1.1K Reply

Loeris_loca · 7d ago
Apparently you can permanently open his door by breaking it from inside
484 Reply

Zanmus · 7d ago
Press the button inside the place and you will see a cog break it and the door will stay open
359 Reply

[deleted] · 7d ago

adamantitian · 7d ago
What. I've gone in there at least 3-4 times and paid each time. Gotta check that out.
37 Reply

darn_nincompoop · 7d ago
On the topic, what is behind the gate at that village? Can I open it? It seems to be the far end of the map.
26 Reply
More replies

Nyukorin · 7d ago
The one spoiler I needed thank you 💛✨👌 Im breaking that damn door down first thing when I get back into it today xD

I don't mind grinding for the other stuff but this one felt unfair to keep paying for hahah
2 Reply

gino_pas · 3d ago
Thank you!
1 Reply
1 more reply

KristinKhaos · 7d ago · Edited 7d ago
My first time I didn't realize it closed on a timer so I paid 60 before I even knew it was a shop lol
87 Reply
4 more replies
11 more replies

Nikita859 · 7d ago
The curse of Pharloom seems to be late-stage capitalism lmao.

Wdym I have to pay 30 dollars each time I need to enter your damn shop? Get more stock if you need money THAT bad smh
2.1K Reply

reaper45693 · 7d ago
If this the shop I think, you might have missed a mechanism inside to keep it open
495 Reply

Nikita859 · 7d ago
Even so, that was fucking diabolical on shopkeeper's side. My man Sly got outclassed hard
639 Reply

unkindness_inabottle · 7d ago
sealed vessel
I entered the shop just to check real quick why I had to pay, then went outside thinking it was a one-off payment... paid and entered again since I was in need of a bench but I've never returned since. Fuck that guy
235 Reply
More replies

Loeris_loca · 7d ago
I mean, it's not the shop entry which is paid, it's the service of resting on the bench inside a sheltered structure
104 Reply

Zeqt_x · 7d ago
Its the same trick as leg eater. Except leg eater doesn't even tell you he's gonna sell you anything, you just pay him to "show you something nice". Sounded like he was gonna flash you or something
59 Reply

catking2004 · 7d ago
I definetly missed it. How is it done?
56 Reply
10 more replies
18 more replies

BowShatter · 7d ago
So late-stage capitalism and inflation are causing the pilgrims and citizens to go insane? Justified crash out I guess, seeing as how most of them barely have enough to buy a shot of nectar.
73 Reply
1 more reply
12 more replies

craftichris · 7d ago
Brooooo, FR. I wanna go back to hallownest. It's a bit dilapidated, but at least the inflation hasn't hit
630 Reply

TheNikola2020 · 7d ago
omg its the ganymades from deepwoken
Hallownest had deflation since there are less customers to buy stuff
295 Reply

SoloWing1 · 7d ago
I love crazy moths
That didn't stop Sly from trying to make things expensive though.
95 Reply

TheNikola2020 · 7d ago
omg its the ganymades from dee...
Ye but with sly its suply and demand there is the wxact same demand but lower and lower suply
37 Reply
More replies
1 more reply

Plenty_Tax_5892 · 7d ago
Mf their currency is rocks
89 Reply

daadnn · 7d ago
same as silksong, you can see it sometimes when you encounter corpses with both rosary beads and something that resembles geo, my headcannon is that rosary beads are just painted geo
5 Reply

thegreattober · 7d ago
Nah I think Hallownest is so far gone that geo IS the scrap currency we use in Silksong. You even get it from the same type of objects in the world, it's just shaped a little differently.
3 Reply
22 more replies

Schlectify · 7d ago
I feel like the main issue is that only like 20% of the enemies we fight actually drop rosaries. Most of them are the sentient bugs. The ones that are just kinda random creaturses usually dont srop rosaries. In the first game everything was geo so it was a bit easier to come across.
560 Reply

ordinarypickl · 7d ago
I assume most enemies will be dropping rosaries once we get to the citadel
206 Reply

Taneli_Kaneli · 7d ago
they do and it's abundant.
111 Reply

IloveActionFigures · 7d ago
Not really 80% of enemies there are robots and there don't drop shet lmao
1 Reply

Omni__Owl · 6d ago
Not true. Plenty of enemies there are silked versions of stuff you've fought before. Not mechas.
6 Reply

StupidPencil · 7d ago
There are some easy farming spots.

My favorite is at the right of Deep Docks' upper bench. There are a few high rosaries enemies that can be killed quickly. Then you run back to the bench to reset their spawn. It nets me about 40 rosaries per trip (each lasting about 1 minute).
69 Reply

ralwn · 7d ago
One screen east of the Halfway House in Greymoor is 29 rosaries per trip and is about 30 seconds per trip.
57 Reply
4 more replies
7 more replies
31 more replies

BowShatter · 7d ago
Wait till you start getting more offensive tools. Then you'll realise how fast you burn through those shards too because they are basically Spirit Emblems from Sekiro.
98 Reply
16 more replies

AbdulPullMaTool · 7d ago
The worst is the map lady going missing when I finally have enough money to return.
184 Reply

_zenith · 7d ago
If there is her sword/need thing there, whack it. She will return :)

(this caught me out too)
208 Reply
6 more replies

MustLocateCheese · 7d ago
To add to the other reply, there is a ring you can hit to the right of bone bottom that summons her there at any time
68 Reply
6 more replies

APatheticPoetic · 7d ago
My biggest pet peeve is WHY DON'T THE BOSSES DROP ANY LOOT??? I BUSTED MY ASS KILLING YOU AND YOU CANT DROP A SINGLE RED BALL?
84 Reply
3 more replies

AleWalls · 7d ago
Wait until you hit the citadel, you will learn the true late stage capitalism
131 Reply
16 more replies

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6
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I just like the stonk and hate corruption
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24 upvotes · 2 comments

r/Silksong · 7 days ago
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Welcome to capitalist dystopia Pharloom
42 upvotes · 3 comments

r/BeamNG · 3 mo. ago
Is the Wydra the most useless car on Beamng.drive?
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